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Title: Fight Night Compendium

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Bowley's Fight Night

Compendium

It seems like Trahern and I have to tell everyone the rules again every fight night. Hopefully you guys will read this and understand it.

"Fight Night", as it has come to be called, is an hour or two where a minimum of 2 teams of 3 people each go to a town and enjoy a little friendly, inguild pvp. We usually go to a town for some urban warfare.

Any other places you may have in mind will be appreciated.

There are a few reasons for Fight Night.

1st, *FUN* it is for some entertainment for those who wish to combat each other in a consensual environment.

2nd, it provides a good arena for anyone to experience what pvp is actually like and to hone their skills.

(baptism under fire)

3rd, Teamwork is important in fight night. Setting traps, crosshealing, who attacks who, who does what, etc. Often the most unorganized lose the battle because individuals were doing their own thing. It is much easier to kill when everybody concentrates on one person and then moves on to the next. It is not a duel. Survival of the fittest wins here.

There are a few rules that you must adhere to if you want to

participate in fight night.

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FIGHT NIGHT RULES

1. For All Warriors

GM WEAPONS

REQUIRED

2. MAGIC ARMOR IS

ALLOWED

3. NO DEADLY POISONED

WEAPONS

(side note: I am aware
that poisoning is a skill,
but to keep things fair
and more tactical, DP
is banned.)

4. FIGHT TO THE DEATH

5. ONE DEATH and you
are out for that round.

6. When you Die keep
your DEATH ROBE on. So
you are not killed again.

7. NO PETS (Including
summoned creatures,
SEE #8)

8. For All Mages

The Following Spells are
Banned

Summon Creature

Summon Daemon

Summon Fire Ele

Summon Water Ele

Summon Earth Ele

Summon Blade Spirits

Summon Energy Vortex

9. You Must have a
mount. Someone will
provide you one if you
cannot get one.

10. NO LOOTING

you do not keep the
belongings of the person
you killed. If the person
loses connection it is ok
to loot if the intention
is to give their items
back. To avoid losing
anything valuable, do not
bring anything unneeded,
or valuable.

FIGHT NIGHT IS ON

FRIDAY AT 10 PM EST

- please be ready by
then. Sometimes it takes
a while to get ready.

be patient.

COLORED TEAM ROBES
WILL BE PROVIDED

-you do not get to
choose the team you are
on.

Upon arrival at the town
form up in your teams.

The Way it Starts is
simple. The Teams go in
opposite directions and
after a few minutes
of planning and
moving around they go to
attack each other.

Every once in a while we
do have matches Where
Magic Weapons and Deadly
Poison are allowed.
Everyone must agree to
it though.

We are Currently coming
up with a system for
capture the flag. I'll make
the rules for that when
we finalize them.

PLEASE HAVE FUN AND
DO NOT TAKE THIS TOO
SERIOUSLY!

Good Luck on the
battlefield...

-Bowley
Guardians of Virtue